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file c64 software

THE COMMODORE 64 IS HERE!

....and it's beautiful....but that's not all the good news. A full range of software and hardware add-ons are following close on it's heels. As you can see, there has been lots of activity in the past months in anticipation of the arrival of this great new personal computer.

This packet tells you about some of them.

We have also included a report which was written by Steve Beats, whom many of you have met in Slough or at exhibitions. Steve is our expert on programming the 64 and is the author of rolling demos which you will receive under separate cover within the next few days.

Many other products are under development for the Commodore 64. As we receive more details we will send them to you as part of the regular dealer mailouts. Updates regarding the product mentioned here will also be included. Remember that these prices and delivery dates may be subject to change.

The responses to our advertising campaign for the Commodore 64 have been way above our expectations. All of us at Commodore are excited about the 64. We know you will find it an easy product to sell - especially with the range of software and add-ons that will be available within the next few months.

If we can help with any questions, just gives us a ring.

FUTURE FINANCE

Business success doesn't just happen. It is the result of careful management. Predicting your cash position and profitability is a major task in business planning. If you can make those predictions reliably, you greatly increase the probability of running your business successfully.

Many calculations are required to predict profit and cashflow and neither by itself will give the full picture. (In fact, profit estimates without cashflow predictions can be misleading.) Recalculations are necessary if any significant changes are made in the starting information. This makes it a logical application from a microcomputer.

The Commodore 64 with Future Finance provides you with the most cost effective financial planning package on the market. It can make hundreds of calculations in a fraction of a second. You may change your estimates of sales, costs and expenses as often as you wish. The computer immediately recalculates the results and shows you the effect of any change.

Future Finance is easy to use. Just carry out four simple steps to obtain your predictions.

1. Select an option from the menu and then from the submenu:

PROFIT

1. Sales Titles and Tax
2. Sales Prices and Costs
3. Sales
4. Material Costs
5. Other Direct Costs
6. Gross Profit
7. Expenses Titles and Tax
8. Expenses
9. Net Profit

CASHFLOW

1. Sales Credit
2. Sales Received
3. Purchase Titles and Tax
4. Purchases
5. Expenses
6. Tax
7. Cashflow

2. Answer the prompting questions that appear on the screen.
3. Look at the results calculated by the computer and decide how you would like to change them.
4. Make any changes you wish to see what effect they have. You may save your figures or print them out if you wish.

With these numbers at your fingertips, it is easy to plan the best path for a successful business future.

Future Finance has been written by experts in financial planning, but you don't have to be an expert to use it. Any businessman can easily learn how to benefit from this powerful management tool. A comprehensive manual is provided which includes a step-by-step training section with examples.

Considering the price of the Commodore 64 and the price of the software, no business can afford to be without Future Finance.

Available February 1983 - £100.00

EASY SCRIPT

Easy Script is one of the most powerful word processors on the market at any price. The advantages of word processing are well known -

- * no need to retype an entire document
- * ability to create documents from standard paragraphs
- * easy generation of personalized standard letters
- * opportunity to see and change a document before printing
- * space, time and temper savings

and with Easy Script on the 64, a cost saving as well.

Easy Script offers many sophisticated features including:

- * powerful aids to producing tables including:
 - . wide screen
 - . horizontal and vertical tabs
 - . decimal tabs
 - * comprehensive printer controls including:
 - . variable margins
 - . variable page length
 - . underlining and bold print
 - * easy update facilities such as:
 - . automatic locate and replace
 - . text transfer - words, sentences, paragraphs
 - . insert, delete, erase, merge
 - * easy document handling
 - . file linking
 - . automatic mail merge
- and much more.

Easy Script is supplied as a cartridge which means it is instantly available for use. It comes complete with the easy-to-understand manual which includes an extensive training section. The training section consists of step-by-step exercises which enable anyone to learn to use Easy Script. If you have never used a computer or word processor before, you can be doing useful work within a few hours.

Links to Easy Spell, Easy File, Club Secretary and others.

Available (disk) January 1983 - £75.00

SALES LEDGER 64

SALES LEDGER 64 is a sophisticated accounting tool for controlling customer accounts. Conceived by Anagram, initially for Commodore's 4000 series range of computers, the package is now available on the COMMODORE 64.

As with all COMMODORE 64 products, SALES LEDGER 64 has been designed with ease of operation in mind. Accounts are referred to by name thereby removing the need to remember account numbers. The main feature of the package is its report-generation facility. As well as printing invoices, you may also print reports on sales, credits, payments received and aged debtors. A further print option enables mailing lists and/or address labels to be produced. Invoices, payments received and credits are automatically posted to each account, removing the need for constant cross-referencing.

Available January 83. Price to be announced.

(c) Anagram Systems
60a Queen St.,
Horsham,
West Sussex

PURCHASE LEDGER 64

PURCHASE LEDGER 64 is similar to SALES LEDGER except that it maintains supplier account files. An Anagram produced package, it uses open-item accounting techniques.

As with the package described above, PURCHASE LEDGER 64 has a comprehensive report facility covering six nominal headings. Analyses and reports can be made on invoices, advice notes, discounts, payments, credits, outstanding balances and supplier statements. Invoices, payments and credit notes are automatically posted to each supplier account. Maintenance of year to date and previous year's totals for each account is carried out automatically.

Available January 83. Price to be announced.

(c) Anagram Systems
60a Queen St.,
Horsham,
West Sussex

START PROGRAMMING WITH GORTEK AND THE MICROCHIPS

This delightful and unique concept in teaching young people to program couples a space adventure story with lessons in BASIC programming.

The planet of Syntax is being invaded by the fearsome Zitrons! Gortek is working furiously to teach the microchips to program the great computer towards of the attack. The full color story book of this adventure incorporates the Microchips Training Manual that will teach your child the fundamentals of programming in BASIC. They, too, can help stop the Zitrons.

The book which includes eleven imaginative illustrations in vivid colors, is accompanied by two cassettes containing educational games and other programs. In addition to using the programs provided, throughout the training manual there are programs to be typed into the computer by the "trainee". At the end of the story the great computer "creativity" is saved by the programming that your child and the microchips have learned from Gortek. Successful trainees earn the right to wear the Gortek badge which comes in the package.

The innovative approach to computer education and the space adventure story with which it is interwoven is the creation of three English school teachers. They designed the package for 10 to 13 year-olds although it is suitable for younger children with parental assistance. Older children and even adults will find it informative and fun as well. This is the first in a series that is marketed exclusively by Commodore, worldwide.

Package includes: 44 page book (38 pages in full colour)
2 cassettes containing 12 programs
a Gortek badge

Available for: VIC 20 from 1 Dec
Commodore 64 from 7 Dec
Series 4000 Pets from 15 Dec
(Max available at launch of computer)

Price: £12.95



SIMONS' BASIC

The COMMODORE 64 is the most powerful and versatile personal computer you can buy. It's high-resolution graphics and music-synthesising capabilities far exceed those of any other machine in a comparable price bracket. However, these features require the frequent use of POKE commands which, in a large program, tend to be time consuming and, to the more inexperienced programmer, somewhat baffling.

The SIMONS' BASIC cartridge removes the mystery! The cartridge adds an extra 114 commands to complement the standard Commodore BASIC so that you can realize the full potential of your COMMODORE 64 without using a single POKE command. Now user-defined graphics and music-synthesis are just a few keystrokes away via simple statements in SIMONS' BASIC.

The SIMONS' BASIC commands fall into four groups: High-resolution to draw shapes on the screen, Structured Programming to write sophisticated, more legible BASIC code, Music commands to enable you to play your own, or existing, compositions and a Toolkit to aid you in writing and debugging your programs.

The Toolkit part of the SIMONS' BASIC cartridge removes many of the tedious aspects of BASIC programming by supplying commands such as AUTO for automatic program line numbering and KEY which allows you to assign commands to the function keys thereby creating your own shorthand notation.

The High-Resolution section of SIMONS' BASIC contains commands such as LINE and ARC to allow you to draw shapes, plot points and paint on the screen in any of sixteen colours. Also included are commands to enable you to generate/animate Sprite graphics.

The music commands supplied by SIMONS' BASIC enable you to use the full music-synthesising capabilities of the COMMODORE 64.

The Structured Programming part of the cartridge is a boon to BASIC programmers of all ability levels. It is now possible to label BASIC routines and call these routines by name. This, to a great extent, obviates the need for GOTOs and GOSUBs in BASIC programs. Condition-testing has also been improved with the introduction of an IF...THEN...ELSE command. Two types of FOR...NEXT loops have also been developed. REPEAT...UNTIL repeats a section of code until a pre-defined condition is met. The LOOP...EXIT IF...END LOOP command allows multiple condition-testing within the same program loop.

Also included in SIMONS' BASIC are commands for screen formatting, input validation and character string manipulation.

The range of commands provided by the SIMONS' BASIC cartridge make it an essential tool for anyone who wants to get the most from their COMMODORE 64.

Available February 83 - £50.

The following Ivan Berg programs are being converted from the VIC 20:

GCE/CSE REVISION TOPICS

ENGLISH LANGUAGE
BIOLOGY
MATHEMATICS 1
MATHEMATICS 2
CHEMISTRY
PHYSICS
20TH CENTURY HISTORY
GEOGRAPHY

Available early 1983. Price to be announced

PROGRAMS FOR THE 8-11 YEAR OLD AGE GROUP

This series has been developed from the popular Hodder and Stoughton Educational 'Test Your Child' series of books and makes use of the 64's extensive graphics and sound capabilities (user selectable). As with the GCE/CSE revision series, test results can be stored on tape or disk for comparison purposes. Date and name and hard copies of test results are available.

The titles are:-

TEST YOUR CHILD'S SPELLING
TEST YOUR CHILD'S ARITHMETIC
TEST YOUR CHILD'S READING
TEST YOUR CHILD'S GENERAL KNOWLEDGE

Availability early 1983. Price to be announced.

IVAN BERG ASSOCIATES (AUDIO PUBLISHING) LTD.,
35a Broadhurst Gardens,
Hampstead,
London NW6 3QT.

Tel: 01-624-7785

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COMPUTER

PROFESSIONAL GARDEN PLANNER

A similar concept to the Interior Designer. Garden plans are designed on the screen with immediate estimates upon design approval. It can be used in conjunction with the Professional Money Manager program.

Availability late Spring 1982. Price to be announced
PROGRAM PLANNED FOR RELEASE DURING 1983

MATERIAL OPTIMISER

Give the 64 an area of cloth, metal, wood, or any material; design the shape you wish to reproduce and the program will rapidly tell you how many shapes can be produced from the material with minimum wastage.

THE EYSENCK PERSONALITY TEST

The complete series of personality tests designed to be used as an aid to Personnel Selection.

MIND AND BODY PROGRAM

Diet, nutrition, fitness, relaxation, exercise and calorie counting are all combined in a practical program to help Commodore users keep healthy and happy.

IVAN BERG ASSOCIATES (AUDIO PUBLISHING) LTD.,
35a, Broadhurst Gardens,
Hampstead, .
London NW6 3QT

Tel: 01.624.7785

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COMPUTER

SUPERNEWS

Supernews was developed to provide Newsagents with up to 600 deliveries a really cost effective system to control NEWS Distribution and Accounting. Other Systems costing four times as much do not have the same features.

- | | |
|---------------------------------------|--|
| * ROUND LISTS | * WEEKLY OR MONTHLY ACCOUNTS |
| * SUBSTITUTIONS | * WHOLESALERS ORDER |
| * HOLIDAY STOPS AND STARTS | * PHYSICALLY SMALLER THAN OTHER SYSTEMS |
| * SPECIAL STOPS ON TV AND RADIO TIMES | * USE OF COUNTER OR IN OFFICE DEBTORS LISTING |
| * MORNING AND EVENING NEWS | * MORE THAN 600 DELIVERIES CAN BE CATERED FOR BY USING EXTRA DISKS |
| * PRICE CHANGES HANDLED IN SECONDS | |

The System is very easy to use and is programmed to stop errors. The screen displays are bright and use colour and sound on normal television.

SUPERNEWS is covered by a national maintenance service which if you subscribe means you should never be without a machine for more than a day. SUPERNEWS is available through Commodore National Dealer Network.

SUPERNEWS is based on years of experience developing larger systems for Newsagents by The Computer Room who produce officially recommended software for Commodore Computers.

Price Approx £450.00 Available 1 January 1982

THE COMPUTER ROOM
87 High Street
Tonbridge
Kent
TN9 1RX

Tel: 0732-355962

4 SLOT MOTHERBOARD

Similar to the VIC 20 version, this product reproduces the cartridge port on a board allowing the use of up to four cartridges at once. Each of the four slots can be switched on and off.

Price £24.99 plus VAT

LIGHT PEN

An upgraded version to suit the enhanced features of the 64.

Price to be announced

SPRITE EDITOR

An invaluable piece of software, designed to allow the 64 user to very easily change the sprite to the users own design. Driven by Light Pen.

Price £5.00 plus VAT

ANALOGUE JOYSTICK

Programming the CBM 64? The Analogue Joystick will add another dimension to the games you write. It gives you full joystick control in ANY direction - and it fires too. Move your spaceship in a figure eight or loop the loop - you aren't restricted any longer!

Price to be announced

RS232 INTERFACE

As for the VIC-20 we have produced the RS232 interface for the CBM-64,

Price to be announced

Supplier STACK COMPUTER SERVICES LIMITED,
290-298 Derby Road,
Bootle,
Liverpool,
L20 8LN.

Tel: 051-933-5511

PALGUARD 64 - DISK & CASSETTE VERSIONS

PalGuard 64 is an 'anti-piracy' software protection system for the CBM 64 computer. When applied to the user's own software, the securing technique will ensure that all resulting programs run automatically on loading, blank out any unauthorised commands and preventioing back-ups (including sector-to-sector copying). The system's core resident security monitor will also defeat any attempts of intrusion by hardware.

PalGuard is entirely software based. The system's two part securing process produces a scrambled user program file which will be stored on a specially formatted disk. Each disk has its own individually cyphered format combination. The system can handle: BASIC, Machine Coded, Overlays and Compiled programs - in any combination. The encryption system is available for both disk and cassette storage devices. Both versions can secure an unrestricted number of programs, on as many disks or cassettes as required.

Price	-	PalGuard 64 Disk	£500
		PalGuard 64 Cassette	£500
Available	-	From 1 November 1982	
Supplier	-	SoftGuard Computer Systems Temple House 43-48 New Street Birmingham B2 4LH	
		Tel: 021 622 4755 021 643 4577	

LINEAR REGRESSION - CASSETTE OR DISK

Performs linear regression on data entered from the keyboard, cassette, or disk. Outputs are: estimated values of coefficients, their T-statistics, and the R-squared value.

Price about £15.00 Available November 82

MATRIX BASIC - CARTRIDGE

Adds to BASIC commands such as MAT INPUT, MAT PRINT, ZER, CON plus TRANSPOSE, INVERT etc etc. Very fast (invert a 10 by 10 matrix in 5 seconds!).

Price about £75.00 Available January 82

AIR ATTACK - CASSETTE OR DISK

A lone aeroplane is silhouetted against a city skyline. Your task - to bomb the city to the ground and land your plane.

Price about £5.00 Available November 82

HITCH-HIKERS GUIDE TO THE GALAXY

Based on character and scenarios from the popular TV and radio series HITCH-HIKER is a very enjoyable (but tough) adventure game.

Price about £15.00 Available November 82

HALLS OF DEATH - CASSETTE OR DISK

A fantasy game with over 1300 rooms to explore on six different levels. Accumulate treasure whilst avoiding (or disposing of) the weird monsters who rule the unearthly chambers.

Price about £12.00 Available December 82

RENUMBER - CASSETTE OR DISK

A fast machine code utility to renumber all or part of a BASIC program. All GOTOS, GOSUBs etc are corrected.

Price about £8.00 Available November 82

Supplier SUPERSOFT,
Winchester House,
Canning Road,
Wealdstone,
Harrow, Middlesex.
Tel: 01:-861-1166

CROSS-COMPILING FOR SPEED

Hot on the heels of the new PETSPEED compilers for the CBM 64 and 720 computers, Oxford Computer Systems announce a new range of CROSS-COMPILERS for Commodore machines.

A cross-compiler (which compiles on one machine and produces object code for execution on another) gives many advantages to software houses, including the ability to convert existing PET programs for the new Commodore 64 and 720 while taking advantage of the 8032's facilities.

PORTSPEED

This compiler not only allows the generation of fast, secure object programs for execution on the 64. It also (if desired) makes changes where necessary to take account of the 64's screen addressing. With this compiler, programs that contain screen pokes will run on the 64 without alteration.

X-64

X-64 which is a cross compiling version of COMPILED INTEGER BASIC, generates extremely fast machine code for execution on the 64 or the VIC 20. Speed improvements range between 100 and 1000 times and advantage may be taken of the 64's extra memory. The product has many applications, not least in the compilation of games where speed is often important.

We wish to see present users of our compilers continue with our products and to this end we are extending special terms to those customers who have already purchased a PETSPEED compiler for the 8032 or 4040 PET.

\$1500 each - \$2500 for both



Oxford Computer Systems (Software) Ltd.

BOLT-ON 8064

80 COLUMN CARTRIDGE FOR THE CBM 64

One of the many pleasures of owning a CBM 64 is the certain knowledge that for around £300.00 plus VAT you've chosen the best home computer in the world.

Only one thing could be better - and that's an add on that gives a business size screen for the nominal cost of £75.00 plus VAT.

We can also supply a Black & White television suitably modified for direct video input for high quality, yet still retaining normal TV facilities.

BOLT-ON 8064HRC

80 COLUMN HIGH RESOLUTION COLOUR BOARD FOR CBM PRODUCTS

A completely separate and more sophisticated product on offer to go with either the CBM 64 or the VIC=20 is the B&B high resolution 80 column colour display board - please note this is not a cartridge but a board of electronics built to a high standard needing a high resolution colour display to bring out it's full potential and has onboard it's own 8088 microprocessor and display memory (192K bytes) plus it's own operating system. The projected price for this product is £499.00 plus VAT and enables the CBM 64 to take on the HEAVIES such as Tectronics (but they can't run Blue Meanies or Pacman not to mention the fact that they can leave the B & B board on the bench and take home the 64 for the kids !)

We can also supply a colour TV suitably modified for RGB, (for high resolution option) direct Video input (for low cost mono 80 column and normal CBM 64 improved TV input) whilst still retaining normal TV facilities

*****REMEMBER REMEMBER THE BOLT-ON from BOLTON IS REALLY A BOLT-ON FROM BLACKBURN OF BOLTON*****

B&B (Computers) Limited

124 Newport Street

Bolton BL3 6AB

Telephone (0204) 382741 & 384599

RS232C INTERFACE - To enable you to use a full range of peripherals requiring this interface.

January 1983 - COMMODORE

P.A.L.S. - A perscription labelling program

TAYLOR WILSON

GOLF - Handicapping (new system)

YORKSHIRE MICROCOMPUTERS SCARBOROUGH

A-D, D-A CONVERTER - Interfaces

3D DIGITAL DESIGN

LABYRINTH - Three dimensional maze game. An old friend dressed up with sound and colour for the 64.

January 1983 - COMMODORE

EASY CALC - A spreadsheet program for the Commodore 64

Spring 1983 - COMMODORE

EASY FILE - An information handling program

Spring 1983 - COMMODORE

EASY PLOT - Creates graphs, histograms and pie charts from data on disk or input from keyboard.

Spring 1983 - COMMODORE

EASY OFFICE - Interactive file handling with powerful arithmetic. Links to Easy Script.

Spring 1983 - COMMODORE

CALCULATOR - All the functions fo a scientific pocket calculator. Light-pen driven.

Spring 1983 - COMMODORE

THE HOME OFFICE - Letter writer, file handler, combined with calculations for your personal use.

Spring 1983 - COMMODORE

AND MANY OTHERS INCLUDING CASSETTE GAMES

GRAPHICS

In my opinion the graphics are a very impressive feature of the 64 and should make it very appealing to the hobbyist and businessman alike for many reasons. For the hobbyist and home user there is the ability to produce arcade quality games and high resolution graphs, etc. Add to this the ability to define your own, high resolution shapes, and you have a facility which adds appreciably to the fun of computing on the 64. An application which immediately springs to mind for businessmen is information presentation, where pie charts, bar charts, graphs, etc. are easy to obtain. Animated diagrams for teaching, sales presentations, etc. are other uses of the 64.

The 64 offers a palette of sixteen different colours which can be accessed in either of the graphics modes. Basically, besides normal text mode, there are two other graphics modes: hi-res and sprite graphics.

HIGH RESOLUTION MODE

In high resolution mode the 64 offers a bit mapped display with a resolution of 320 by 200. When lines or curves are drawn on this display, they have a surprisingly smooth profile which makes the hi-res screen ideal for complicated graphic displays. There are no high res commands such as plot or draw, but as the screen is memory mapped, I encountered no problems in transferring information onto the screen using small routines of my own, a feature which I think adds to the flexibility of the system. The screen background colour may be any one of sixteen different colours and the points or lines plotted can be any one of eight.

In addition to the do-it-yourself approach, a program called SIMONS BASIC is under development which will add commands to the BASIC language that will make it easy to produce complicated displays in hi-res.

SPRITE GRAPHICS

Sprites are user defined shapes that can be moved around the screen independent of any text, graphics or other sprites that may be on the screen at the time. Up to eight sprites may be displayed at once in BASIC and each is individually programmable to be either a single or multi-colour sprite.

To create a sprite is easy. All you have to do is define a 64 byte block of memory as an area for sprite data and poke the relevant values needed to produce the required image into this memory block. You next set up pointers to tell each sprite where to get its data from and do a single poke to turn the required sprites on or off.

Sprites have many additional features. You can expand them to double size in either the x or y direction or both. Also, each sprite is assigned a priority level which means you can make them pass either in front of or behind any data that is already on the screen, whether text, graphics or another

UPDATE

Well, here I am three months later, and still as enthusiastic about the Commodore 64. I've had ample time now to get to grips with all of the advanced features available on this machine and I am still finding something new every day.

Since the writing of my initial report I have found time to use the, now complete, SIMONS BASIC package which is very impressive. It now contains 114 extra BASIC-type commands which enable you to draw shapes, plot points and enter text on the hi-res screen with any one of sixteen colours. Structured BASIC commands are also included with procedures and repeat-until structures being only two of many. An added bonus are the Programmers Toolkit commands that have also been included, such as RENUMBER and FIND etc. This means that the customer will get two packages for the price of one. I don't have room here to go over every feature of SIMONS BASIC, but suffice to say, it is a very powerful and comprehensive programming tool.

On receiving the Assembler Development Package, I immediately delved into machine code on the 64, and came up with quite a few surprises. The new processor allows you to page sections of RAM in and out as required which turned out to be an extremely useful feature. Using paging techniques, I was able to 'hide' an 8K hi-res screen behind the BASIC interpreter and therefore did not waste a single byte of user RAM - a most impressive facility and one that cannot be found on any other machine. An important point to mention here is that all SPRITE collisions generate an interrupt which obviates the need to check for these collisions with a routine of your own. Basically, all you have to do is write a routine that generates the required effect, change the interrupt vector and your routine will be called automatically whenever a collision occurs.

Soon I will get a new assignment and will be learning the inner workings of the 500 or 700 series. But, I've placed a personal order for a 64 and can't wait to own one.

Steve Beats, 25 October 1982

NOTE: If you have any programming queries on the 64, ring Steve in Slough



COMMODORE TECHNOTE

NUMBER CBM64-002

Using the CBM64 with the 1540 Disk Drive

Because of timing differences between the VIC 20 and the CBM64, the 1540 disk drive does not work normally with the Commodore 64.

There are two solutions to the problem:

1. The disk drive ROM, 325303-01, can be replaced with a new ROM, 901229-02. This new chip which will be obtainable from the Service Department allows normal operation of the disk drive.
2. The screen can be switched off before each drive access and switched back on again afterwards. This can be done with two pokes; POKE 3265,11 to switch off the screen and POKE 53265,27 to switch it back on again.

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<http://commodore.international/>

commodore international historical society

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Michael Tomczyk**